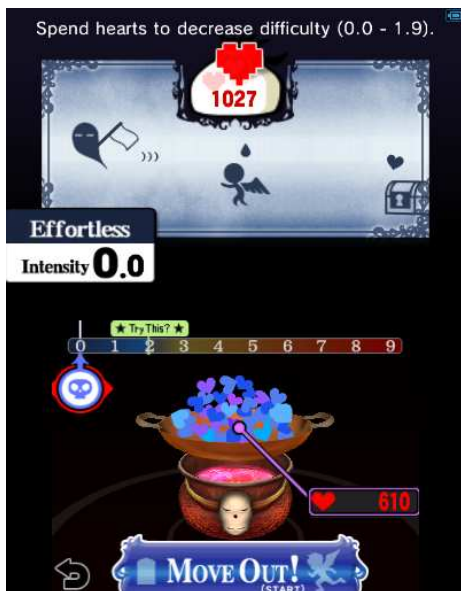




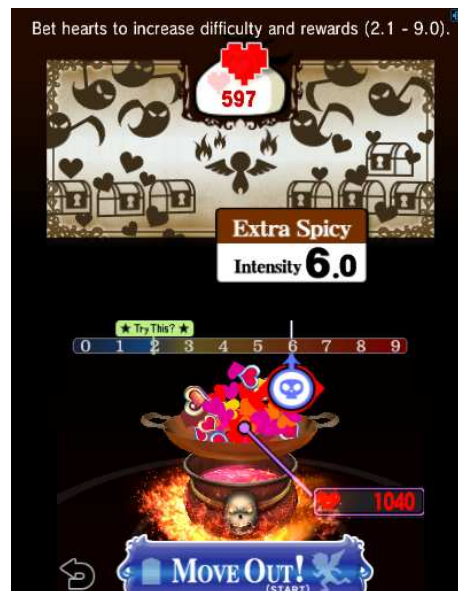
## The Fiend's Cauldron

Kid Icarus: Uprising for Nintendo 3DS introduces an exciting new gameplay system for adjusting the level of difficulty. You can decide the Intensity (or difficulty) of battles by putting hearts – the currency in this game, also used to buy new weapons - into the Fiend's Cauldron, with trickier battles making for better rewards! The new system accommodates absolute beginners and provides an ongoing challenge for experienced players.





You can lower the difficulty by **offering up some of your hearts**. This makes things a lot easier but there'll be fewer hearts and rewards for you to get in the Chapter.



**Bet some of your hearts** to increase the Intensity. You may be rewarded with more powerful weapons, but beware – your opponents will be far more powerful!



The level of Intensity of the Fiend's Cauldron greatly affects the challenge of each Chapter.  
Keep honing your skills and return for more fiendish challenges!



High Intensity is rewarded with better weapons and defeating enemies yields more hearts to buy weapons with. There are also doors called Intensity gates that will only open at a specific Intensity.